YAMAHA

DX5

DIGITAL PROGRAMMABLE ALGORITHM SYNTHESIZER
SYNTHÉTISEUR NUMÉRIQUE À ALGORITHMES PROGRAMMABLES
DIGITAL PROGRAMMIERBARER ALGORITHMUS SYNTHESIZER

PERFORMANCE NOTES
NOTES SUR LES PERFORMANCES
ANMERKUNGEN ZU DEN PARAMETERN FÜR FUNKTIONEN UND INSTRUMENTSTIMMEN

PERFORMANCES & VOICES

I. BRASS GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
1–1	Double Horn Section (Detuned)	Horn Sec. A	Horn Sec. B	Vary brilliance with velocity of touch and after touch.
1–2	Fanfare Trumpets	Trumpet A	Trumpet B	Vary brilliance and volume with attack. Add vibrato with Mod. Wheel.
1–3	Full Synth Brass (Detuned)	Syn Brs 1A	Syn Brs 1B	Vary brilliance with attack. Use after touch to add brilliance and vibrato.
1–4	Tight Brass Section	Tight Br. A	Tight Br. B	Brass in octaves. Add Mod. Wheel for vibrato. Play full chords for section effect.
1–5	Synth Brass	Syn Brs 2A	Syn Brs 2B	Normal.
1–6	Synth Brass [F/C Chorus]	Syn Brs 3A	Syn Brs 3B	Plug in FC-3A foot controller to MODULATION jack on rear panel, and use it for chorus-like effect. Mod. wheel can be used for same effect.
1–7	CS80 Brass [F/C Vibrato]	CS80 Brs A	CS80 Brs B	Use FC-3A or Mod. wheel for vibrato.
1–8	Strings & Brass Ensemble	Bright St.	Brass	Complex sound.

II. STRINGS GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
2–1	Cello Quartet	Cellos 1A	Cellos B	Vary "bowing" with speed of attack. Add vibrato with after touch and Mod. Wheel. Transpose up or down a fifth with Pitch Wheel.
2–2	Violin Ensemble	Violins A	Violins 1B	Vary "bowing" with attack. Add vibrato with after touch and Mod. Wheel. Use Pitch Wheel up or down to transpose one side up a fifth.
2–3	Ensemble [L]/Solo Violin [R]	St. Ens. 1A	Soloviolin	Split at G above middle C. Use portamento slider for glide on solo violin. Articulate solo violin bowing with velocity of touch and add vibrato with after touch.
2–4	String Orchestra	Mid. Strg A	Mid. Strg B	Vary brilliance and vibrato with after touch. Additional vibrato via Mod. Wheel. Especially nice for full rich string sections in lower octaves.
2–5	High Strings (Analog Type)	An. Strg A	An. Strg B	Use after touch to bring out individual notes. Add vibrato with after touch and/or Mod. Wheel. Great for high single line strings.
2–6	Cellos & Violins	Cellos 2A	Violins 2B	Violins fade in at approx. middle C in octaves with cellos. Use after touch and Mod. Wheel for vibrato.
2–7	String Ensemble [F/C vibrato]	St. Ens. 2A	St. Ens. B	Use FC-3A or Mod. wheel for vibrato.
2–8	Strings & Velocity Trumpets	Strings A	Trumpet B	Bring in brass sections with attack/velocity of touch. Add vibrato via after touch and Mod. Wheel.

III. KEYBOARD & PERCUSSIVE GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
3–1	Acoustic Grand Piano 1	Piano 1A	Piano 1B	Vary brilliance and volume with attack.
3–2	Acoustic Grand Piano 2	Piano 2A	Piano 2B	Vary brilliance and volume with attack.
3–3	Electric Grand Piano	Elec Grd A	Elec Grd B	Vary brilliance and volume with attack.
3–4	Electric Piano [M/W Tremolo]	E. Piano 1A	E. Piano 1B	Move Modulation Wheel to Max. for stereo vibrato.
3–5	Electric Piano (Bright Tine)	E. Piano 2A	E. Piano 2B	Vary brilliance with attack. Add Mod. Wheel for slight chorus effect.
3–6	Dirty Electric Piano	E. Piano 3A	E. Piano 3B	Vary attack for "over-driven tine" attack. Add Mod. Wheel for stereo vibrato effect.
3–7	Clav. Ensemble	Clav. A	Clav. 1B	Vary brilliance and volume with attack. Add Mod. Wheel for vibrato.
3–8	Grand Harpsichord	Harpsi. 1A	Harpsi. B	Normal.
4–1	Pipe Organ [F/C Vibrato]	Pipes A	Pipes B	Use FC-3A or Mod. wheel for vibrato.
4–2	Jazz Organ [F/C Trémolo]	E. Organ 1A	E. Organ 1B	Use FC-3A or Mod. wheel for tremolo effect.
4–3	Rock Organ with Old Tone Cab	E. Organ 2A	E. Organ 2B	Vary attack for distortion. Add Mod. Wheel for slow rotating speaker effect.
4–4	E. Piano [L]/Jazz Guitar [R]	E. Piano 4A	Jazz Guitar	Split at middle C. Add vibrato to guitar via Mod. Wheel. Increase "plucking" of guitar with velocity touch.
4–5	Elec. Bass [L]/E. Piano [R]	Elec. Bass	E. Piano 4B	Split at Middle C. Pitch Bend Wheel is assigned to bass. "Slap bass strings" with velocity touch on left, increase dynamics of elec. piano with velocity touch on right.
4–6	Double Harps	Dbl. Harp A	Dbl. Harp B	Delayed stereo envelope effect. Increase "plucking" with velocity touch. Add vibrato via Mod. Wheel.
4–7	African Mallets	A. Mallet A	A. Mallet B	Vary brilliance and volume with attack. Use after touch to bring out odd harmonics.
4–8	Vibraphone	Vibes A	Vibes B	Vary "strike of mallet" with velocity touch. Add soft vibrato via Mod. Wheel. Use sustain pedal to suit taste.

IV. COMPLEX GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
5–1	Electric Piano & Brass [BC1]	E.P. & Br A	E.P. & Br B	Plug in BC1 breath controller to jack on lower left front. Activate brass over the piano by blowing into BC1. Add vibrato to brass with after touch.
5–2	Electric Grand & Brass [BC1]	E. Grd & Br A	E. Grd & Br B	same as above.
5–3	Electric Piano & Sax [BC1]	E. Piano 5A	Sax [BC1]	same as above.
5–4	Elec. Piano & Clav Ensemble	E. Piano 6A	Clav. 2B	Vary volume and brilliance of Clav. with velocity of touch. Add vibrato with Mod. Wheel. Bring out additional harmonics with after touch.
5–5	Electric Piano & Strings	E. Piano 7A	Strings 1B	Add tremolo to piano and vibrato to strings with Mod. Wheel. Adjust balance slider to suit taste.
5–6	Harpsichord & String Ensemble	Harpsi. 2A	Strings 2B	Add vibrato to strings with Mod. Wheel. Adjust balance slider to suit taste.
5–7	Full Orchestra	Orchestra	Orch. Chime	Full chords in octaves work best. Use after touch for brilliance/"filter sweep" effect. Add vibrato to "orchestra" via Mod. Wheel. Fast staccato attack brings in bells.
5–8	Ride Cymbal & Fretless Bass	Fretles 1A	R. Cymbal	When notes are held, cymbal is "stopped". Quick attack/release of key lets cymbal "ring". Bass is in mono mode to allow for legato fingered portamento.

V. SPLIT GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
6–1	Kick Drum [L]/Snare [R]	Kick Drum	Snare	Split at middle C. Increase dynamics with velocity touch.
6–2	Hi-Hat (Closing) [L]/Cymbal [R]	Cl. Hi-Hat	Cymbal	Split at middle C. Down keystroke "opens" hit-hat, release of key "closes". Cymbal is velocity sensitive. Hold key to "stop" cymbal, release of key allows cymbal to "ring".
6–3	Hand Claps [L]/Tom Toms [R]	Hand Claps	Tom Toms	Split at middle C. Play fast rolled group of notes left for "claps". Toms on right are velocitry sensitive.
6–4	Log Drums [L]/Roto Toms [R]	Log Drums	Roto Toms	Same as above.
6–5	Tambourine [L]/Timbali [R]	Tambourine	Timbali	Split at middle C. Play quick single notes left for tambourine. Timbalis on right are velocity sensitive.
6–6	Cowbell [L]/Wood Block [R]	Cowbell	Wood Block	Split E below middle C. Play single "hits" left and "selected" blocks right.
6–7	Fretless Bass [L]/Sax [BC1] [R]	Fretles 2A	Sax [BC1]	Split at A below middle C. Bass on left is mono for fingered portamento. Sax is controlled with the BC1 "mouthpiece" (Plug in on lower left front). Add vibrato to Sax via after touch.
6–8	Acoustic Piano [L]/Flute [R]	Piano 1A	Flute	Split at G above middle C. Piano is velocity sensitive. Add harmonics to Flute with after touch pressure.

VI. SYNTH GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
7–1	Synthesizer Uprising	Syn-Rise A	Syn-Rise B	Hold full chord for best effect.
7–2	Sample & Hold [L]/Lead Line [R]	Sample & Hld	Lead Line	Split at F above middle C. Hold chord in left for sample/hold – play mono fingered portamento leadlines in right. Vary attack and after touch on leadline for modulation. Additional modulation and pitch bend on wheels.
7–3	Poly Synth [L]/Lead Synth [R]	Poly Synth	Lead Synth	Split at c above middle C to allow for chords in left hand. All other parameters same as above.
7–4	Percussive Synth	Perc. Syn. A	Perc. Syn. B	Very expressive by using initial touch.
7–5	Toy Music Box	Music Bx A	Music Bx B	Normal.
7–6	FM Ensemble	EM Ens. A	FM Ens. B	Vary brilliance with attack. Hold down a group of notes or hold sustain pedal for "ensemble" to fade in.
7–7	Planet of Ice	Plan. Ice A	Plan. Ice B	Hold chords for delayed envelopes to occur. Add vibrato via Mod. Wheel.
7–8	Male & Female Choir	F. Choir	M. Choir	Add vibrato with Mod. Wheel. Articulate voices with individual after touch. Adjust balance slider to suit taste.

VII. EFFECTS GROUP

No.	Performance Name	Voice Name A	Voice Name B	Performance Note
8–1	"Big Ben" [L]/Tuned Bells [R]	Big Ben	Tuned Bell	Split at G2.
8–2	Glass Wind Chimes	Glass WC A	Glass WC B	Arpeggiate several notes randomly. Note random stereo effect.
8–3	Jungle Noise (Growl/Birds)	Growl	Birds	Split at middle C. Lighty depress low key on left — push for "growl — Select random keys on right for "birds".
8–4	Side to Side	Two Four	One Three	Roll chords for random stereo effect. Add vibrato via Mod. Wheel. Try building up notes with sustain pedal depressed.
8–5	Traffic	Traffic A	Traffic B	Split at middle C. Left side for exhaust notes and horns, right side for whistles and another horns.
8–6	Floating Clouds	Fl. Cloud A	Fl. Cloud B	Pitch bend assigned to one side only. Try holding chords and slightly bending pitch for effects.
8–7	Combat (Explosion [L]/Guns [R])	Explosion	Machinegun	Hit any group of low keys for "bombs" — play random keys on right for "machine guns".
8–8	Bombs Away !!	Bomb Drop A	Bomb Drop B	Hold any group of keys and wait for "bombs" to explode.

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